

Clothing Management II

Curriculum Content Frameworks

Please note: All assessment questions will be taken from the knowledge portion of these frameworks.

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Clothing Management II

Grade Levels: 9 - 12 Course Code: 493060 Units of Credit: .5	Prerequisite:
Course Description: This course is highly recommended to be preceded by Clothing Management I. Experiences in the Clothing Management II course are designed to assist students in further developing skills necessary for the management and construction of individual and/or family garments and projects. Basic construction techniques will be integrated throughout the course in various projects. One or more intermediate level projects will be created using correct construction techniques.	

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Unit 1: History of Textiles, Fashion, and Apparel

Hours: 9

Terminology: CAD, Computerized sewing machine, Cotton gin, Flying shuttle, Pattern, Quilting machine, Serger, Sewing machine, Spinning jenny, Textiles

CAREER and TECHNICAL SKILLS			
What the Student Should Know		What the Student Should be Able to Demonstrate	
Knowledge		Application	
1.1	<p>List technology trends throughout history</p> <ul style="list-style-type: none"> * Flying Shuttle * Spinning Jenny * Cotton Gin * Sewing Machine * Pattern * Serger * Computerized Sewing/Embroidery Machines * Quilting Machine * CAD <p>Essential Terms: CAD, Computerized Sewing machine, Cotton Gin, Flying Shuttle, Pattern, Quilting machine, Serger, Sewing Machines, Spinning Jenny, Textiles</p> <p>(NS 16.3.7)</p>	1.1.1	Research technology trends throughout history
		1.1.2	Critique differences in each type of technology
		1.1.3	Summarize how technology trends have influenced clothing and textile designs
		1.1.4	Demonstrate ability to use technology for textile, fashion and apparel designs
		1.1.5	Discuss historical and cultural influences on clothing and accessories
1.2	Identify the social, religious, political, economic and technological influences on clothing design	1.2.1	Analyze historical and cultural influences on clothing and accessories
		1.2.2	Demonstrate the ability to use technology for fashion, apparel and textile design
1.3	Name steps to follow in wardrobe planning	1.3.1	Create a wardrobe chart to evaluate your present wardrobe
		1.3.2	Apply wardrobe planning concepts to make improvement on your wardrobe
		1.3.3	Explain how technology simplifies wardrobe planning

Unit 2: Careers

Hours: 9

Terminology: Career, Career portfolio, Cover letter, Entrepreneur, Job application, Professionalism, Resume'

CAREER and TECHNICAL SKILLS			
What the Student Should Know		What the Student Should be Able to Demonstrate	
Knowledge		Application	
2.1	Identify careers and entrepreneurial opportunities related to fashion, textiles and clothing Essential Terms: Career, Entrepreneur, (NS 16.1.4, 16.4.5)	2.1.1	Describe careers in the textiles industry, apparel production and fashion industry
		2.1.2	Research a career related to the clothing and textiles field
		2.1.3	Summarize education and training requirements and opportunities for career paths in fashion, textiles and apparel
		2.1.4	Analyze opportunities for employment and entrepreneurial endeavors
2.2	State the procedure to follow in finding a job in the fashion, textiles and clothing areas Essential Terms: Career Portfolio, Cover Letter, Job Application, Resume'	2.2.1	Develop each of the following job search tools Job Application Cover letter Resume' Career portfolio
2.3	Discuss Professional dress and behaviors in the workplace Essential Term: Professionalism	2.3.1	Design successful behaviors and attitudes for positive work habits
		2.3.2	Apply concepts to what ethical behaviors are in the work place
		2.3.3	Analyze what is considered appropriate dress is the work place

Unit 3: Textiles

Hours: 7

Terminology: Abrasion resistance, Absorbent, Blend, Fibers, Filament, Luster, Manufactured fibers, Natural fibers, Resilient, Staple fibers, Tensile Strength, Wicking

CAREER and TECHNICAL SKILLS			
What the Student Should Know		What the Student Should be Able to Demonstrate	
Knowledge		Application	
3.1	Identify the difference between natural and manufactured fibers used in fabric Essential Terms: Blend, Fibers, Filament, Manufactured Fibers, Natural Fibers, Staple Fibers,	3.1.1	Evaluate performance characteristics of textile in fiber and fabric
		3.1.2	Apply appropriate procedure for care of textile products
3.2	List fiber characteristics that affect appearance and performance of fibers Essential Terms: Abrasion Resistance, Absorbent, Luster, Resilient, Tensile Strength, Wicking	3.2.1	Justify the characteristic of fibers to the products for which they are used
3.3	List the characteristics and uses of manufactured fibers	3.3.1	Draw conclusions to why certain fibers are used to produce a variety of products

Unit 4: Construction Techniques

Hours: 35

Terminology: Appliqué, Backstitching, Basting, Darts, Directional stitching, Easing, Embellishment, Facings, Gathering, Interfacing, Monogram, Pleats, Staystitching, Top-stitching, Tucks, Understitching

CAREER and TECHNICAL SKILLS			
What the Student Should Know		What the Student Should be Able to Demonstrate	
Knowledge		Application	
4.1	Identify when each of the following seams would be used * Flat-Fell * French Seam * Plain Seam * Welt Seam	4.1.1	Construct the following seam construction techniques * Plain Seam * Serged Seam
		4.1.2	Analyze when, how and use of the following seams according to the types of fabric and pattern * Flat-Fell * French Seam * Welt
4.2	Identify how the following affect stitching used on a project * Fabric * Usage * Age of the person * Style	4.2.1	Differentiate appropriate stitches to be used on various fabrics
		4.2.2	Analyze how the age of a person can affect the type of stitching needed to construct a garment
		4.2.3	Assess how the style of a garment can determine the type of stitching to use as it is constructed
4.3	Identify machine stitching techniques * Backstitching * Basting * Directional stitching * Easing * Gathering * Staystitching * Top-stitching * Understitching Essential Terms: Backstitching, Basting, Directional stitching, Easing, Gathering, Staystitching, Top-stitching, Understitching (NS 16.4.5)	4.3.1	Construct the following seams and investigate where they should be applied to a project * Backstitching * Basting * Gathering
		4.3.2	Create a scenario as to when the different types of stitching techniques would be used on different projects
		4.3.3	Investigate understitching and when it should be used in a project
4.4	Explain how to construct a ruffle * Finish bottom edge Essential Terms: Gathering	4.4.1	Construct a ruffle
		4.4.2	Assess when, why and where a ruffle would be used on different types of projects based upon fabric, style and placement

CAREER and TECHNICAL SKILLS			
What the Student Should Know		What the Student Should be Able to Demonstrate	
Knowledge		Application	
4.5	<ul style="list-style-type: none"> * Identify techniques that add shape of fullness * Darts * Pleats * Tucks <p>Essential Terms: Darts, Pleats, Tucks</p>	4.5.1	Construct the following techniques * Dart
		4.5.2	Compare and contrast why and when the placement of a dart, pleat or tuck would be used on a project
4.6	Identify types of zippers <ul style="list-style-type: none"> * Centered * Lapped 	4.6.1	Apply a centered zipper to a garment
		4.6.2	Explain the steps involved in replacement of a zipper
		4.6.3	Develop a logical argument for use of a centered or lapped zipper based on the project, fabric and purpose
4.7	Identify different types of buttonholes <ul style="list-style-type: none"> * Hand-worked * Machine-worked * Fitted or Shaped * Limit Stretching <p>Essential Terms: Facings</p>	4.7.1	Construct a machine-worked buttonhole
		4.7.2	Develop a logical argument when to use a machine-worked vs. a hand-worked buttonhole
		4.7.3	Critique the usage of the different buttonholes depending on the quality of fabric and project being made
4.8	Define types of interfacings <ul style="list-style-type: none"> * Fusible * Nonwoven * Woven <p>Essential Terms: Interfacing</p>	4.8.1	Create a facings with fusible interfacing
		4.8.2	Differentiate between the three types of interfacings by explaining when, why, and what kind of interfacing would be used on a project
4.9	List the three most common styles of sleeves <ul style="list-style-type: none"> * Kimono * Raglan * Set-in 	4.9.1	Differentiate between the three most common styles of sleeves
		4.9.2	Analyze the difference in the varied length of sleeves <ul style="list-style-type: none"> * Bracelet * Long * Short * Three quarter

CAREER and TECHNICAL SKILLS			
What the Student Should Know		What the Student Should be Able to Demonstrate	
Knowledge		Application	
4.10	Define the different types of pockets * Front hip * In-seam * Patch	4.10.1	Construct an in-seam pocket
		4.10.2	Investigate the different types of pockets and when they would be used on a project
4.11	List steps in altering a pattern * Length * Width	4.11.1	Critique the steps for altering a pattern
		4.11.2	Using a template, describe and illustrate how to alter a pattern piece
		4.11.3	Compare and contrast the difference between lengthening and widening a pattern piece
4.12	Discuss altering techniques for ready made clothes * Hem * Taking up or letting out seams	4.12.1	Compare hemming techniques on different styles of clothing * Dresses * Dress pants * Jeans
		4.12.2	Demonstrate steps to follow in taking up and letting out a seam
4.13	Define Monogramming and Appliqué Essential Terms: Appliqué, Embellishment, Monogram (NS 16.3.7)	4.13.1	Construct an activity to include: * Monogram * Appliqué
		4.13.2	Differentiate when to use an appliqué vs. monogramming on different types of projects or garments
4.14	Define different types of embellishment * Cording * Lace * Piping * Rhinestones * Ribbon * Rickrack * Trims (NS 16.4.5)	4.14.1	Compile a variety of samples including different embellishments on clothing or textiles projects
		4.14.2	Investigate when and how an assortment of embellishments would be used according to the projects and fabrics used
4.15	Select a project(s) that will integrate various construction techniques discussed in previous units (NS 16.3.4, 16.4.1, 16.4.5)	4.15.1	Construct a project(s) that will integrate various construction techniques
		4.15.2	Analyze each project(s) by applying prior knowledge
		4.15.3	Critique each project(s) based on strengths and weaknesses based on fabric use, pattern, and techniques

Glossary

Unit 1: History of Textiles, Fashion, and Apparel

1. CAD – A computer system used to create textile and garment designs on a display screen
2. Computerized sewing machine – A computerized sewing machine is a sewing machine with a microprocessor “brain” that allows it to be programmed. A computerized sewing machine will come with many functions pre-programmed in.
3. Cotton gin – A machine that separated the cotton fibers from the seeds
4. Flying shuttle – A tool used to weave the crosswise threads back and forth on a loom
5. Pattern – A set of tissue pattern pieces and instructions for creating an item from fabric
6. Quilting machine – A specialized sewing machine used to stitch together two layers of fabric with padding between them
7. Serger – Also called an overlock machine, is a special sewing machine that can stitch, trim, and overcast a seam all at the same time. It provides a professional and factory-like finish to a seam.
8. Sewing machine – A machine with a mechanically driven needle used for sewing and stitching
9. Spinning Jenny – A multi-spool spinning frame able to spin eight yarns at the same time
10. Textiles – Products made of cloth

Unit 2: Careers

1. Career – an occupation to which you have made a long term commitment
2. Career portfolio – are used to plan, organize and document education, work samples and skills
3. Cover letter – letter sent with a resume to a potential employer
4. Entrepreneur – a person who owns and runs his or her own business
5. Job application – a form in which you supply information about yourself that will help an employer make hiring decision
6. Professionalism – refers to a person doing his job with sincerity, and maintaining professional etiquette and professional ethics in the workplace
7. Resume` – a summary of your qualifications for a job

Unit 3: Textiles

1. Abrasion resistance – Ability of a fabric or fiber to withstand surface wear and rubbing
2. Absorbent – Having the ability to take in moisture
3. Blend – Yarn made by spinning together two or more different fibers (usually staple fibers)
4. Fiber – Long thin hair like material or manufactured substance that is the basic unit of textile products
5. Filament – Long, fine, continuous thread found naturally as silk and extruded as manufactured fibers
6. Luster – shiny by reflecting light; glitter, sparkle, sheen, or gloss
7. Manufactured fibers – Fibers that are produced artificially from substances such as cellulose, petroleum and chemicals
8. Natural fibers – Fibers made from natural sources, the most common if which are cotton, linen, wool and silk
9. Resilient – Ability of a fiber or fabric to spring back to its original condition, size, and shape when crushed or wrinkled
10. Staple fibers – Short fibers of various lengths from natural sources or cut lengths of manufactured fibers, Also in retailing an item that is always in demand and always kept in stock

Unit 4: Construction Techniques

1. Appliqué – Sewing one or more small pieces of fabric to a larger piece of fabric or a garment to add a decorative touch
2. Backstitching – Sewing backward and forward in the same piece for a few stitches to secure ends of stitching
3. Basting – A temporarily joining layers of fabric together until they are permanently stitched on the machine
4. Darts – A stitched fold that provides shape and fullness to a garment so that it fits the curves of the body
5. Directional stitching – Stitching with the fabric grain to preserve the position of the grain to keep the fabric from stretching
6. Easing – Joining two edges of fabric together where one edge is slightly larger than the other
7. Embellishment – Anything that adds design interest done either by hand or machine
8. Facings – a piece of fabric used to finish raw edges in a garment such as around the armholes or neckline, that helps keep the garment from stretching out of shape
9. Gathering – Tiny, soft folds of fabric formed when a larger piece of fabric sewn to a smaller piece
10. Interfacing – Fabric pieces between the outer cloth and lining of facing of a garment, usually to give support and extra strength
11. Monogramming – The process of embroidering initials on clothing
12. Pleats – A fold in fabric made by doubling the material on itself and then pressing or stitching it in place
13. Staystitching – Sewing a line of regular machine stitching on a single thickness of fabric to stabilize curved or bias edges and prevent stretching
14. Top-stitching seam – A plain seam with a row of machine stitching on one or both sides of the seam line
15. Tucks – Very narrow folds of fabric stitched in place to control fullness or add design interest
16. Understitching – A row of stitching placed close to the seam line stitching through the facing and the seam allowance